

GEEK FANTASY

MAY/JUNE/JULY 2016

REVIEW

INSIDE THE
GAMES FROM
THE MINDS
OF THE FANS

DOOM +
OVERWATCH

SUPERHERO
MOVIES

HOLLYWOOD'S
BANKABLE
BLOCKBUSTERS

TECH
TOYS

THE NEW
WORLD
OF VR
+
360 FLY
CAMERA

CAPTAIN
AMERICA

THE MCU
WINS AGAIN

TATIANA
DEKHTYAR

ACTRESS
MODEL
SUPERHERO

TONY
STARK'S
GARAGE
CORVETTE C7

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- ☒ Buy Materials
- ☒ Finish Cosplay
- ☒ Take Pictures
- ☒ Submit to
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NIGHTCRAWLER
by David Love



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kawaii

C O S M E T I C S





THE GEEK FANTASY MEN'S MAGAZINE

GEEK FANTASY

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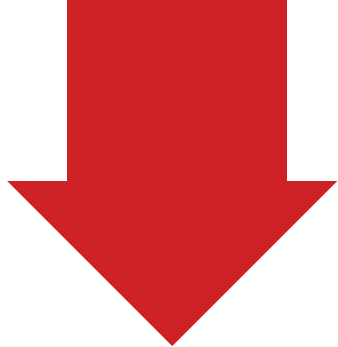
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“

*Try not.
Do, or do not.
There is no try.*

”

YODA



THE GEEK FANTASY MEN'S MAGAZINE

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COMING SOON



OUR GREATEST HOPE
IS IN THE VERY CAPABLE HANDS OF THE DC TRINITY'S SUPER-LADY: WONDER WOMAN.

WONDER WOMAN

[2 JUNE 2017]

We deem it fitting and fair to set expectations high for this highly anticipated female-lead superhero movie. Because it's the first of its kind? Perhaps. Because it's Wonder Woman? Definitely. Because we are nerdy dudes who can't wait to see this epic heroine crush her enemies? Without a doubt.

If you don't know already, Wonder Woman [2017] will be an origin story where we see Princess Diana's (Gal Gadot) birthplace of Themyscira and her journey set in the World War I era.

After her scene-stealing cameo moments in *Batman V Superman*, with some even deeming it the "best part of that movie," it appears she can do the heavy lifting of the boys and then some.

We do have a nice year to wait for the release, so we are going to have to sit patiently for the trailers and official marketing to start. You can always use your Google machine to search out unofficial set photos, but that typically just gives you wardrobe hints. Since we already know what her costume is and the era it's set in, you can't say there is much more to give away with set pics.

There is a lot of hope for Wonder Woman and several speculations on where they're going to go with the storyline. Because of *Batman V Superman* and the pending Justice League movies, we expect Wonder Woman will close with a modern day setting.

It's always fun to guess and do the deep digging into what leaked footage and trailers tell us, but it can't compare to sitting back in your theatre chair and enjoying the full feature experience... We'll be there.

GF

GAMER REVIEW



FIRST-PERSON SHOOTER

RELEASE DATE: May 13, 2016
from id Software

MODES: SINGLE-PLAYER + MULTIPLAYER



⤴
**I FIND MYSELF LOSING
SLEEP... WAKING UP HOURS
AHEAD OF MY REGULAR
SHIFT TO PLAY A FEW
ROUNDS...**
⤴

Straight up, I love this game. I haven't said that about a game in a good while. I've mentioned liking games, being thoroughly entertained by aspects of them, content with playing them a few hours within the week whenever I get time after coming back from the office. If I didn't get a chance to play a certain week, I wouldn't lose much sleep over it. With DOOM however, I find myself losing sleep both figuratively and literally, waking up hours ahead of my regular shift to play a few rounds of multiplayer or to get a fresh run on some campaign time rather than waiting till I'm beat later at night. I've checked out a few reviews before popping up to give my opinion and I feel like the game is getting some unjustified flack, primarily on the basis of it not being what people wanted in specific instances rather than it not actually being a friggin' great game.

The game is broken down into 3 parts: multiplayer, campaign, and snap map. Snap map is basically a section of the game where the players create their own maps and game types with whatever customizations they deem fit. It's not restricted to what you can do in MP or campaign and offers you more options than similar games presenting map forging systems. Honestly, I would say that aspect should be used to address the majority of complaints people have been raising about the game by creating their own versions of the gameplay they desire. The tool is essentially there for that purpose. Since snap map isn't thoroughly being utilized yet and I figure a good bunch of players will ignore it entirely, I'm going to delve into more detail with the two remaining game types, starting with MP.

IF I WERE TO SUMMARIZE DOOM'S MP SYSTEM FOR VETERANS, IT'S BASICALLY QUAKE/UNREAL TOURNAMENT MEETS HALO 4.

I'm a broken person because I actually started with MP first before the campaign. I would say that's probably been a base factor in my impressions as I wasn't stuck comparing MP to what the campaign has to offer. My opinions of it were solely based off the stand alone enjoyment factor it presented. Game types are your standard fare mostly, team death match, your run of the mill objective games, but they also have a freeze tag game type which I haven't come across before. Death match consists of regular death based wins rather than score based wins and includes you being able to turn into an actual demon. You're presented with four types of demons that allow for drastically different play styles when chosen. The Mancubi and Barons acting as tanks and terraforming giants, being the slowest of the lot. The Prowler is basically a demon version of the hunter from Left 4 Dead, a completely melee demon. And finally my personal favorite, the Revenant. I'm a big fan of the decent balance of speed and carnage it offers despite it being squishier than your bigger options. Before every match you have the ability to load up on hack modules which basically act as one time use, limited duration perks. Unlike with most multiplayer, they aren't activated with kill streaks or a certain period of time passing during the match. You can activate them at any time and switch between them as you wish. Once a specific module expires, you can't use it again until you unlock more of it (if you do), post-match. You can play the game without them and still do well but they offer a helpful amount of abilities that blanket your ammo, your shield, your ability to track enemies and the like. I think another benefit that people seem to be overlooking, which I find helps against the claims of a redundantly repetitive MP system, is the fact that they keep you having to change your play style. Sure it happens to be in generally minute

ways but a hack module can, for example, favor you playing more aggressively than defensively. It can be a factor in you being more able to dominate with the ability to seek out power ups, demon runes and special guns or merely due to the fact that you have thicker armor. You even have a hack module dedicated to you finding the person that killed you last. The maps presented are nothing special and are very maze like but they work well for the type of chaos you'll come to get used to with the game. Your load out options are fairly limited in terms of weapons but they do a good job of covering all the different types you would generally need. Lag is at a minimum and matchmaking is generally smooth, even with the murder inducing one bar connection I had throughout my time playing. If I were to summarize DOOM's MP system for veterans, it's basically Quake/Unreal Tournament meets Halo 4. I go against the seemingly popular opinion and announce that I've enjoyed it greatly. Even the learning curve isn't daunting. Drawbacks are there but not necessarily to an extent that takes away from your experience. Armor unlocks are frequent, you also unlock a massive color pallet which leave room for huge customization options. That said, there isn't a ton of motivation for leveling up and it is fairly easy. While the glory kills (which I'll go in to more detail about further on) present a fun assassination cinematic, it leaves regular melee a bit of a let-down (unless you've got your hand on that glorious chainsaw.) Teammates are generally not playing in a community based fashion. Kill steals are frequent, your teammate is more likely to go for the easier kill than actually help you out. It's a "step over your dead body" type community that happens to otherwise be very polite. The only glitch I encountered was basically a temporary loss of stats. They quickly reappeared mid-game after a minor heart attack.

cont. pg 12

Gamer since the age of 3 and working in the industry for the last 3 years. Previously part of companies such as Changyou Middle East and Cygnus Communications and currently working as social media manager with the Middle East's leading gaming specialist retailer. Give me a controller over a keyboard any day. Entirely powered by copious amounts of caffeine and meat.

FEBRONIA ARMIA



More map options would go a long way towards improving the overall experience as well as a wider range of weapons.

Moving on to campaign. The campaign is honestly damn near perfect, if you don't stop to nitpick at it. DOOM does a wonderful job of taking you back to basics while maintaining a degree of freshness that keeps you from feeling like you're playing a prettier, gorier version of the original but doesn't sway enough from its origins, that you feel like it lost its heart. You play as a space marine, waking up to find your assigned base overrun with nightmare-ish creatures immediately hell bent (see what I did there? ha) on eating you. (Some of them bite at you, while other just want to kill/fry you.) You're directly thrown in amidst the action without too much focus on filling you in (or even a tutorial depending on the difficulty you choose). Instead the story is slowly fed to you through clues and half functioning panels that litter your progress. The enemies you come across have a drastically improved AI system with more unpredictable movements, seen in everything from a basic Imp to the bosses. The game also steps away from entirely focusing on the maze like structures presented in the previous games and instead offers more open areas that offer fun messy firefights alongside the labyrinths we're accustomed to. The maps themselves are beautiful, giving an impression that a great amount of time was spent on detail, but the color scheme does get a bit repetitive within the first few hours. The map meshes with the enemies making for a slightly visually uncomfortable crawl through that section if you're marathoning the game. There's also ample room for exploration where you can find more on the story and tokens for upgrading your weapons and armor, as well as fun Easter eggs that encompass things like Terminator 2 and the original DOOM games. The game maintains an increasing difficulty throughout but not to the point that frustrates you into desperation. Instead it offers a decent balance that challenges you instead. The campaign presents you with a wide array of customizable menu options that either allow you to strip the game to something very similar to the first two Doom games or you can enjoy all the little additions that set the reboot apart. One of the most noticeable additions is the glory kills, which are essentially your finishing melees. One of the options you have is for your enemy to glow a blue-orange hue once they're stunned which allows you to execute them in a very graphic fashion. The little cinematic depends on the enemy type, the position you're in in reference to the enemy, and your movement. Glory kills also act as means of you replenishing health as packs are dropped every time you execute one. This eventually, as difficulty increases and ammo availability decreases, make them an essential part of your gameplay. You eventually either become very tired of

them or you incorporate them into your little death dance aimed at clearing out the area. Either way, they're here to stay. Weapon upgrades play a huge role in you being able to navigate through the enormous waves of aggressive beasts as well as rendering some damn near impossible boss fights less eye gauge-y. Customizations for your weapons and armor will generally either focus on defensive or offensive play styles. They're extensive and change up how the game feels to a distinct degree. You get to only choose one of two same-level upgrades at a time.

The game generally sticks to your basic control schemes from the previous games and weapon choices are presented in a time-slowing wheel as with classic games in the genre. This puts a sense of urgency and need for tactic in how you navigate through the swarms of demons.

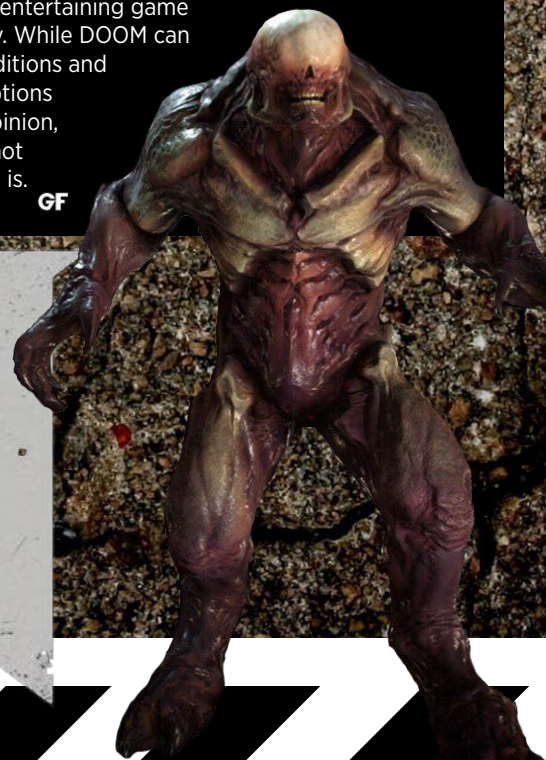
The game also includes a lot of focus on small cut scenes that relish in being absurdly brutal and serve along with the sound FX as means to keeping you pumped throughout the game. The soundtrack itself is absolutely addictive in my opinion and works brilliantly with the game. There is also no shortage of ample limb destruction noises and blood splatter to keep the atmosphere consistently destructive. The game generally does a great job of pushing you to stay on despite it being somewhat repetitive. What it lacks in the ability to change up things, it makes up for in offering a generally addictive gameplay. Everything comes together rather well in a quest to leave you amped throughout. Combined with it not taking itself seriously while maintaining enough action, you find yourself immersed in a fun balance.

Glitches aren't numerous or game stopping, but definitely annoying. I encountered one while glory killing a revenant, only to find myself within the Cyber-demon's body. Another downfall is the lack of co-op available in the campaign. It's a disappointment only because the game really would do well for a partnered about spree of violence.

In short, I believe that Id design have done a phenomenal job at presenting a polished, entertaining game that will keep you busy. While DOOM can benefit from minor additions and changes in terms of options based on the public opinion, at this stage, you will not regret investing in it as is.

GF

DOOM

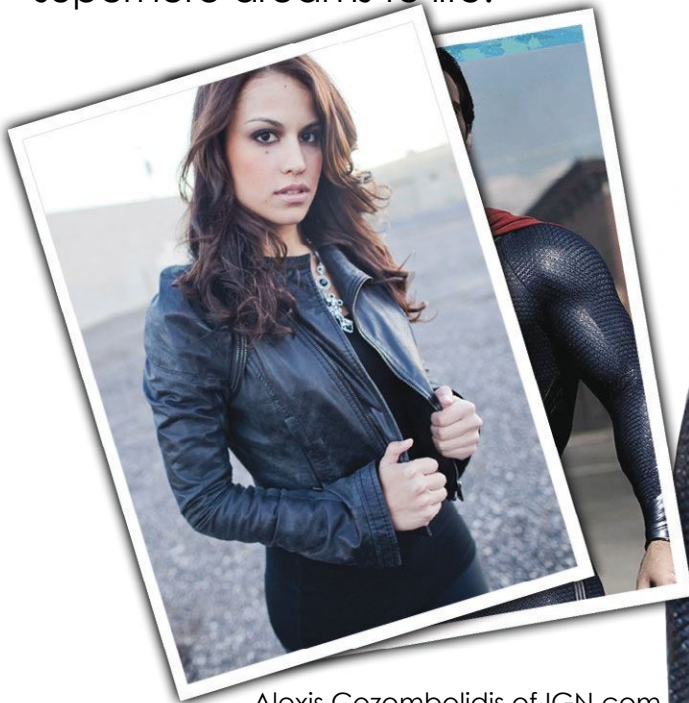


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Weapons at the Ready!

SUPERHEROES AND THE WEAPONS THEY WIELD.

There are many heroes with born powers, gifts from their parents or accidents that enhanced their abilities, but so many heroes choose a lethal weapon (or two) to add to their arsenal.

We've all wanted to be injected with Super Soldier Serum or come from some other planet that gave us incredible powers, but more than anything we have always wanted to play with the tools of our favorite heroes. Who among us hasn't grabbed anything circular and pretended to throw it as heroically as Captain America? Or grabbed a hammer and pretended to be worthy of the powers of the Mighty Thor? There is just something about being able to wield a weapon that puts some heroes on another level. That begs the question: "What's more impressive, hand to hand fighting abilities, or bad ass weaponry?" The answer of course, is that they are both equally awesome, but that doesn't stop them from making our heroes and villains even more epic.

Sometimes a hero's weapon of choice is actually an indispensable and practical asset to their everyday battle. Case in point: Captain America and his shield. Made of the indestructible metal Vibranium, Cap's shield has protected him for longer than a lot of his fans have been alive! When he isn't throwing it at some Nazis, Baron Zemo's henchmen, or some Hydra agents his shield is either on his back or attached to his wrist ready to protect him against any incoming attacks. We all know that Cap can take a punch but he is definitely not bullet proof (if you don't believe us just ask Sharon Carter).

Other weapons are more straight-forward in their uses, such as Mjolnir, the Mighty Thor's hammer! For certain periods in his history, Thor could not change into his true, god-like form unless he was holding Mjolnir. Mjolnir bestowed upon "whosoever was deemed worthy" the powers of Thor, including flight, invulnerability, and the ability to cast a bolt of lightning down upon their enemies.



BLACK CANARY



DC COMICS

**DINAH LANCE
NEW EARTH**

[1985 - 2011]

**DINAH DRAKE
PRIME EARTH**

[2011 - present]

Black Canary is a **superhero** vigilante who fights crime using martial arts and a sonic scream attack.

Black Canary is one of the greatest fighters in the DC Universe, and also a strong tactical mind.

Her costume is an attractive black outfit with fishnet stockings and blonde hair, and she is usually seen riding her motorcycle.



The hammer isn't the greatest defensive weapon but it definitely is effective for offense! In this respect Mjolnir is similar to Wolverine's Adamantium claws and even Nightwing's Escrima Sticks; Great on offense but kind of terrible to defend yourself. Granted, Cap's shield is just that, A SHIELD, and these other weapons are designed with other functions in mind. Wolverine's claws can slice through pretty much everything other than Cap's shield. Nightwing's Escrima Sticks are easy to carry on him and can be connected to form another formidable weapon, a bow staff. And Nightwing isn't the only hero to use a staff. Heroes ranging from Ninja Turtles to X-Men have also used the mighty staff as their weapon of choice thanks to its long range and ability to be kept as a small stick like weapon until needed. Not all superheroes having weapons though, because some heroes ARE weapons. Need some examples? How about Iron Fist? Master of every martial art and keeper of the Iron Fist technique! He isn't the only hero out there that will use their bare hands to take you down though. Batman also is a master of all martial arts, learning at a young age how to defeat and disable any adversary dumb enough to try to fight him. Batman does use tools but when it comes to throwing down, he is all about the fisticuffs. If you look at most heroes nowadays, it seems like most of them are knowledgeable in some sort of Martial Art. Now it is not enough to have a cool weapon like Katana's katana, Soultaker or Harley Quinn's Mallet. There are few things cooler than putting together an epic combination of punches, kicks, and blocks that make your opponent look like putty in your hands. From the spinning kicks to the acrobatic flips, hand to hand fighting will always be the more impressive looking trait as far as we are concerned. Anyone can use a gun like the Punisher, but there is just something about someone being able to take you down at anytime, anywhere. HIYAH!





“

This was one of the best times I've ever had shooting. I had weapons, wore leather, got physical. Superheroes have all the fun.

”

RALI IVANOVA

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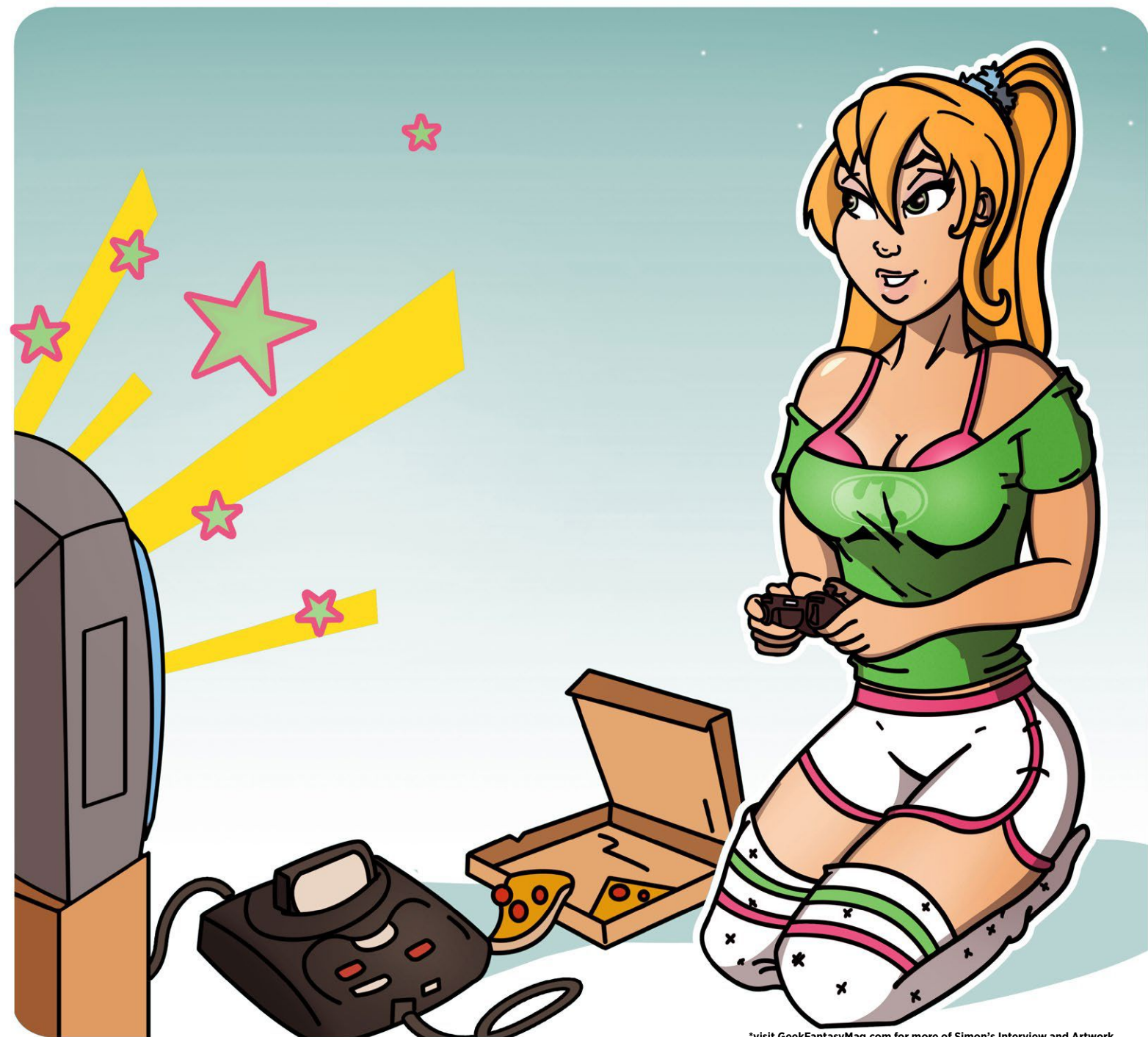
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Tell us about your history in artistry.

I've been drawing my whole life. When I was in the fourth grade, I had my own comic which I passed around in class. It was kind of based on Beavis & Butthead.

In 2012 I received my first commission for a comic-strip. Since then I started drawing for others and took my drawing to the next level. Since January 2014 I've been registered in the chamber of commerce. Meanwhile I am developing my technique, style and lay-out.

What first inspired you to become an artist?

My dad had a bunch of old Franco-Belgian comics, like Asterix & Obelix, Lucky Luke, and Tintin. So before I could read I just looked at my dad's comics. André Franquin (Gaston, Spirou and Fantasio) really inspired me to start drawing comics as a child.

These days I am mostly inspired by Blitz Cadet/ Brett Parson, I like his technique (thick curved lines) style, humor, characters and especially his pinups. Beside Blitz, I also like Tom Bancroft, Frank Miller, J. Scott Campbell (early works), and Dean Yeagle.

What is your typical process?

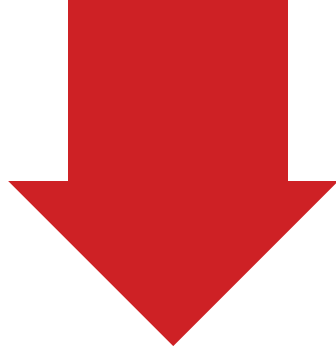
First of all, I start with gathering information and photos on the subject and do some brainstorming. After that I start sketching. When the sketch is finished, I scan it into the computer so I can use Photoshop and Illustrator to ink and color my sketch.

 /SimonVDMolenIllustratie

 @Molen_Illustrated

 @SimonVDMolen

 /MolenIllustrated



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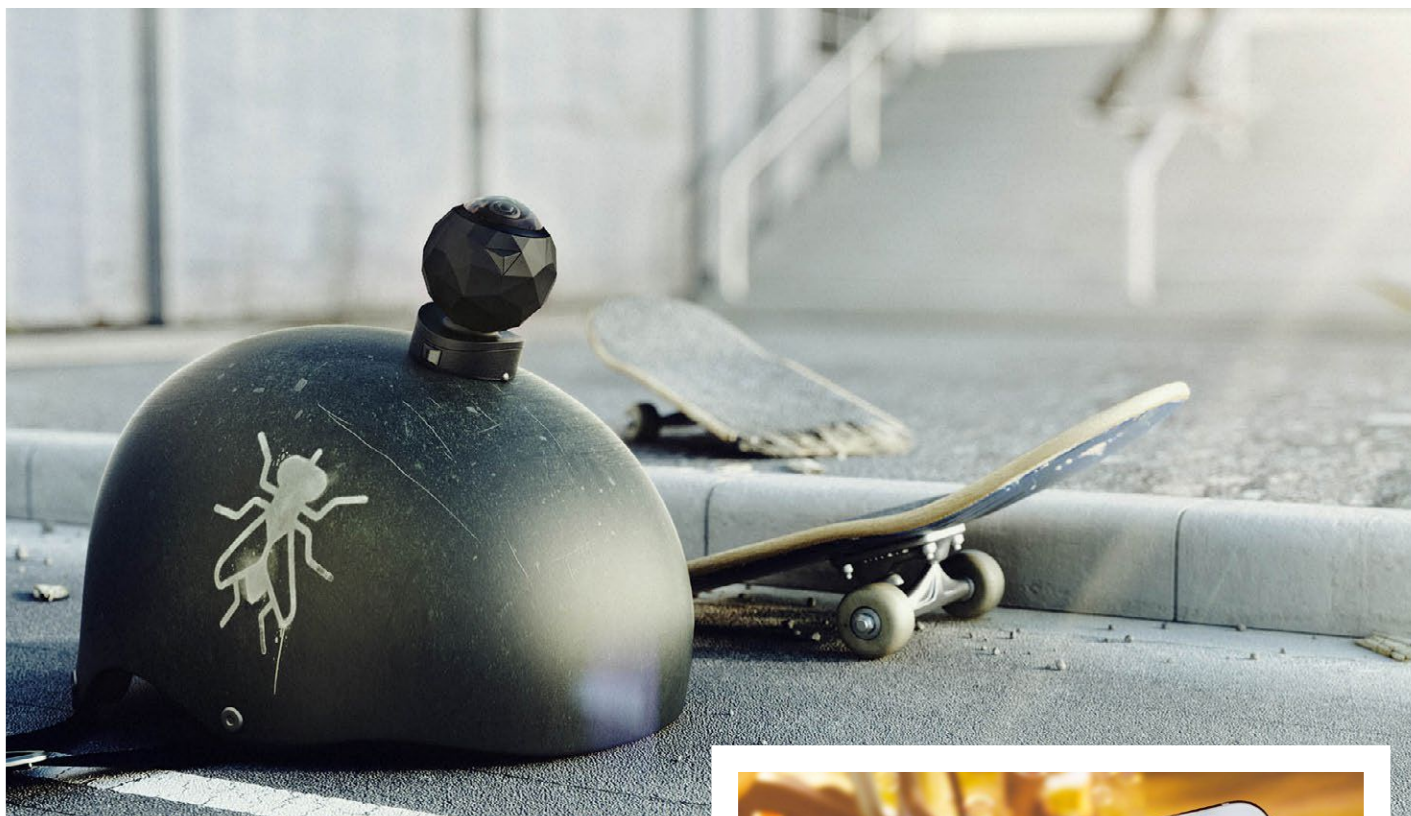
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The 360fly has additional accessories that are also available to purchase on their official site.

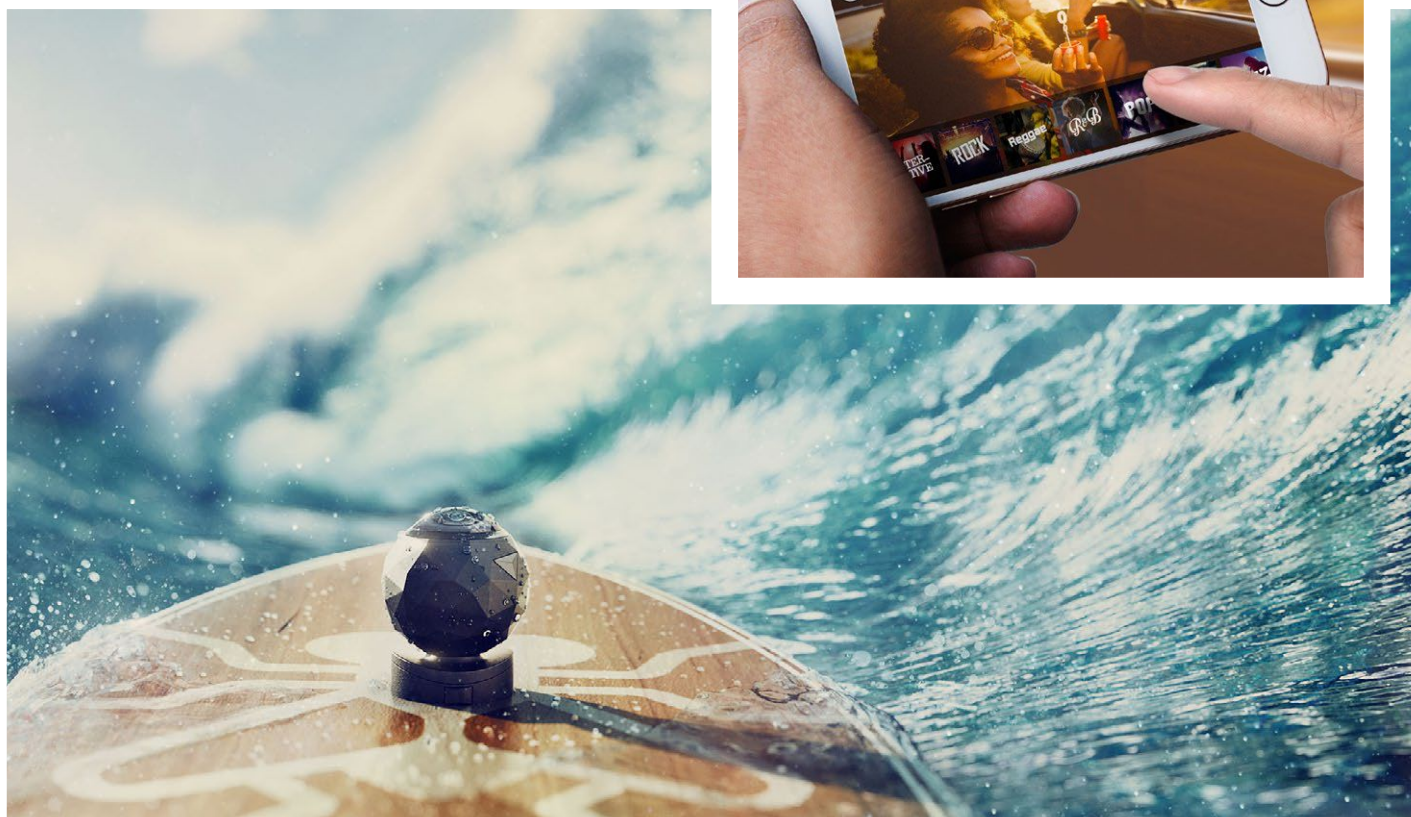
360FLY.COM



\$69.95 USD



VERSITILE APPLICATIONS ARE ENDLESS...





GEEK FANTASY GIRL
naomi
ONDREY

photography **TY FRANZON**

hair/mua **KISSED BY KRIS**

“

I'm a huge fan of Assassin's Creed... mainly because I enjoy parkour!

”

Get To Know Naomi.

Who is your Superhero crush?

I had a huge crush on Spiderman.

Do you have any cosplay stories to tell?

No.. I haven't had the pleasure to dabble yet... but I do play dress up as a mermaid (tail included) and have mastered the art of swimming fin style!

Have you had the chance to get to a con yet?

I've been once and had a BLAST! The people there are super awesome! Everyone should experience it at least once in their life!

Any fun moments about shooting you want to share?

The shoot was a late night shoot in uptown, Minneapolis at Zoni Photo's studio. There were more outtakes than "sexy" shots as we could not stop laughing the entire time... which is pretty "normal" when shooting with Ty.

Give us a few hints on how to date a girl like you?

Must love mermaids and be able to handle my ever-changing hair color!

Wait, mermaids? Your favorite superhero have a tail?

Is Ariel (Little Mermaid) a super hero? Um... because she is SUPER awesome!

Just as suspected. Honestly, You're pretty funny.

I'm spunky, colorful and full of awesomeness, not to mention I love to get wet and wear seashell bras! I'm a huge GEEK fan myself and am thrilled to be a part of the magazine!

GF

@NAOMI.INEZ



SUPERHERO



AVENGERS
BUENA VISTA

\$1,519.6B
2012

MARVEL



IRON MAN 3
BUENA VISTA

\$1,215.4B
2013

MARVEL



THE DARK KNIGHT RISES
WARNER BROS.

\$1,084.9B
2012

DC COMICS

AVENGERS AGE OF ULTRON
BUENA VISTA

\$1,405.4B
2015

MARVEL

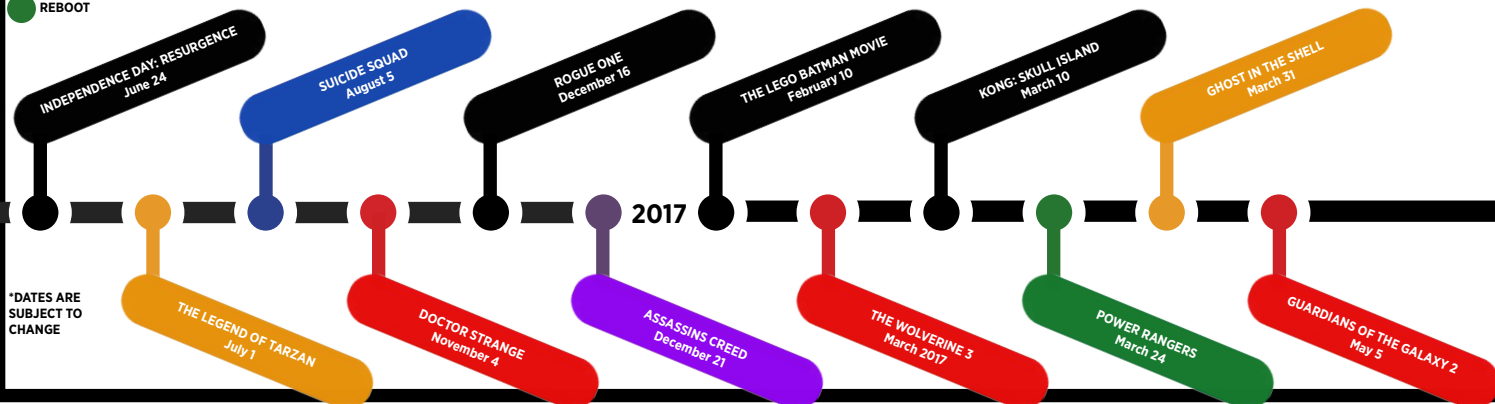
CAPTAIN AMERICA CIVIL WAR
BUENA VISTA

\$1,144.9B
2016

MARVEL



- MOVIE
- MARVEL COMICS
- DC COMICS
- DISNEY / ANIME
- VIDEO GAMES
- REBOOT



B L O C K B U S T E R



SPIDER-MAN 3
SONY

\$890.9M
2007

MARVEL



SPIDER-MAN
SONY

\$821.7M
2002

MARVEL

SPIDER-MAN 2
SONY

\$783.8M
2004

MARVEL

THE DARK KNIGHT
WARNER BROS.

\$1,004.6B
2008

DC COMICS



BATMAN V SUPERMAN
WARNER BROS.

\$872.7M
2016

DC COMICS



THE MUMMY
June

TRANSFORMERS 5
June 23

WAR FOR THE PLANET OF THE APES
July 14

LEGO NINJAGO
September 22

THOR: RAGNAROK
November 3

STAR WARS: EPISODE VIII
December 15

WONDER WOMAN
June 2

WORLD WAR Z 2
June 9

SPIDER-MAN: HOMECOMING
July 7

ALIEN: COVENANT
August 4

BLADE RUNNER 2
October 6

JUSTICE LEAGUE
November 17



WONDER WOMAN
DC COMICS

photography **AARON SCHOENKE**
post production **QPQSTUDIO**
costume **Hermes Baretto Neto**



TATIANA DEKHTYAR

WHEN *BAT IN THE SUN* NEEDS A FEMALE SUPERHERO TO KICK SOME
SUPER-BUTT ON *SUPER POWER BEAT DOWN*, THEY CALL ON TATIANA.

CATWOMAN



DC COMICS

During my first Catwoman shoot police showed up and at first, we thought they were going to kick us out. For a quick second I forgot I was dressed as Catwoman but was quickly reminded when the officers started laughing from excitement. They didn't expect to see that. As soon as I noticed their reaction, I put my hands behind my head, got in character and started slowly walking towards them. Then I asked in the deep sensual Catwoman-like voice, "What seems to be the problem, officers? I didn't steal anything... Yet...". That was definitely a highlight of their otherwise pretty ordinary day, according to what they told us. After that, not only did they let us stay and finish our shoot, I actually asked them for permission to take a photo in front of their car. So now one of the photos in my cosplay portfolio is me as Catwoman getting busted with the police car right behind me.

TD

photography
RICK ROSE
props REEVZ FX

DOMINO
MARVEL COMICS

photography
AARON SCHOENKE
post production QPQSTUDIO
costume CINEMA SECRETS
props REEVZ FX + LOGAN PROPS

X-FORCE





“

My lifestyle is generally pretty active with all the martial arts, rehearsals, training and action projects I participate in.

”

← **BLACK WIDOW**
MARVEL COMICS

photography
RICK ROSE
costume **CINEMA SECRETS**
props **REEVZ FX**

KHALESSI →
GAME OF THRONES

photography
GIL RIEGO
post production **GPQSTUDIO**



“

So far, I have explored Karate, Taekwondo and Kung Fu. I would say at this time Kung Fu is my favorite style, although I don't think that it is superior to the others. They all have their own purposes. However, Kung Fu fits who I am today better.

”

 @TATIANADEKHTYAR



← **DARTH VADER**
STAR WARS

photography
RICK ROSE

post production **DENNIS GATZ**
accessories **TENO STARK COSPLAY**

MARY JANE →
MARVEL COMICS

photography
AARON SCHOENKE
post production **QPQSTUDIO**





TATIANA DEKHTYAR

GEEK FANTASY GIRL

as RED SONJA



RED SONJA
MARVEL COMICS

photography
JOE RUBINSTEIN
costume **DRAGONS CHAIN**
sword **DUSTIN KISKA**

GETTING TO KNOW TATIANA

What first got you into the world of geek?

I first started exploring working in the geek community through working on various superhero related projects, among which was "SUPER POWER BEAT DOWN" by "BAT IN THE SUN". Later on I got into cosplay and started traveling to different conventions and doing various Cosplay related projects. That was one of the happiest changes that has occurred in my life, as doing all this brings me lots of joy.

Is acting your full-time career?

My main career is acting. Everything I do revolves around that and absolutely had to fit in with that. I specialize in the action genre. Aside from that I do modeling. That is another occupation that keeps me busy and pays my bills. On top of that I do Mocap from time to time (motion capture).

Please, tell us more about your motion capture work for Lumberyard.

It was a very fun project to work on! But extremely physically challenging as I was the only Mocap actor they hired to work that day so I went through the shot list with almost no breaks. I had to learn some new skills for that project. I have never shot this specific type of bow before (although I do have archery experience). It's so amazing to be able to learn on the job. Makes it that much more exciting!

TRULY INDIE STUDIOS

How did you first get started with the Truly Indie Studio Crew?

A lot of people that work on the "Truly Indie Studios" projects have also worked together on the "SUPER POWER BEAT DOWN". For example, aside from myself, of course, Aaron Schoenke from "Bat in the Sun" is playing the role of Nikko in the new action web series by "Truly Indie Studios" titled "SIX FEET DOWN UNDER", Directed/co-written and co-produced by Shaun Piccinino, who is a stunt coordinator/ fight scene choreographer/ second unit director on the "beat down" as well as he has portrayed the role of the "Kick Ass" character in one of the episodes. He also plays the role of Jagger in SFDU.

What's up next for you?

In the "SIX FEET DOWN UNDER" series, I play the role of Nadya, a Russian mob boss' daughter. We just finished filming some very exciting stuff that will hit the web soon, so definitely check it out!

Aside from that we also have a couple more exciting projects, such as "HEROES WITH ISSUES", co-created and co-produced by Tatiana DeKhtyar (myself), Shaun Piccinino and Brian Suskind. It is a new comedy superhero web series, featuring various characters (heroes, villains, video game characters and more), spilling their emotional dilemmas at the shrinks office. So far I have portrayed Wonder Woman and Black Widow on the show. If you would like to check it out, subscribe to our YouTube channel: TrulyIndieStudios.

BAT IN THE SUN

What was it like playing Elektra in the new "Waiting Room" series?

On the "WAITING ROOM" I have appeared twice, both times as Elektra. I do enjoy portraying her. Her cold blooded attitude and a "deadpan" facial expression are a great contrast to the sparkling fun personality of the Spider-Man, or a goofy and sarcastic Deadpool next to the grumpy but fun Wolverine.

We loved your Domino portrayal on "Super Power Beat Down". What was it like filming that episode?

Well, the latest released "SUPER POWER BEAT DOWN" I have appeared in to date, was "Spider-Man Vs Darth Maul", (episode 17), where I played Mary Jane Watson. But in this one I appear as a damsel in distress and don't get to do any fighting. However, in the episode 16, "Joker and Harley Quinn vs Deadpool and Domino", I got to fight. In fact it was the first female fight ever featured on the "beat down". It was an amazing experience! We had so much fun on set! Even though every "beat down" is physically challenging and requires huge investments of energy and dedication, it is something that we love to do, so it kind of all evens out that way. Filming action is one of my absolute favorite things to do!

What can we look forward to seeing you in?

Indeed, there is an episode that is coming out later this year that features me as Wonder Woman. Episode 20: "Wonder Woman vs Wolverine". Now that's setting up to be an amazing episode! Definitely be sure to keep an eye out for that one. You are in for a treat. The visuals in that one will be pretty spectacular as "Bat in the Sun" filmed it in some of the most beautiful locations in California.

“

The reason why I like Superman is because he is mighty in his heart and in his mind. No matter what, he keeps loving the people, even when they reject him when his perfection and power make them feel insecure and evoke their fears. Superman is the beacon of light in the darkness... a kind and gentle man... a man of honor... and that's what makes him my favorite.

”

TATIANA DEKHTYAR

GAMER REVIEW



OVERWATCH



FIRST-PERSON SHOOTER

RELEASE DATE: May 24, 2016
from Blizzard Entertainment

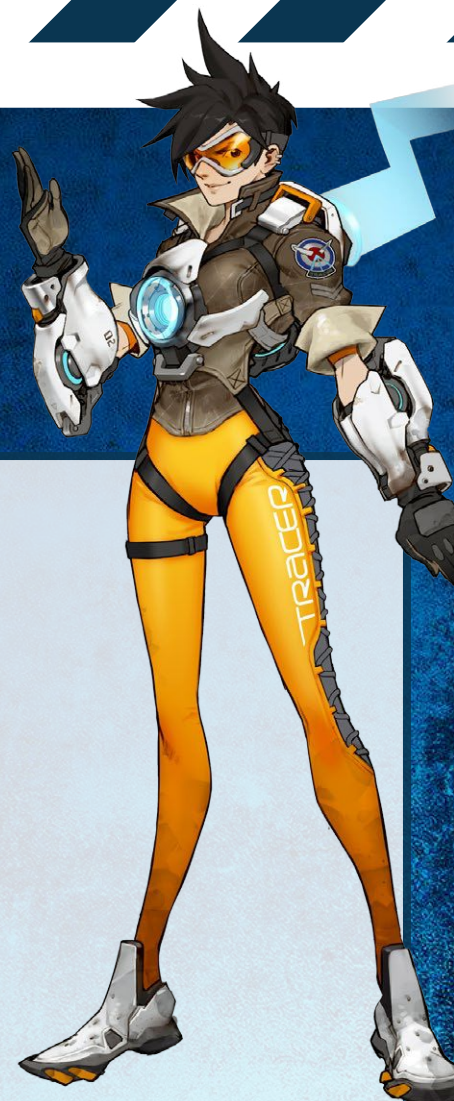
MODES: SINGLE-PLAYER + MULTIPLAYER (ONLINE)

BILZARD
ENTERTAINMENT

WE ARE HOPE!...
 WE ARE HONOR!...
 WE ARE COURAGE!...
 WE ARE JUSTICE!...
 WE ARE COMPASSION!...
 WE ARE DETERMINATION!...
 WE ARE HARMONY!...
 WE ARE OVERWATCH!

Words that 10 million plus players live by as Overwatch agents. With the remarkable launch of Overwatch, Blizzard has once again created a game that exceeds all expectations. Overwatch is the perfect definition of organized chaos, with hidden elements in the game that come into view the more you play it. With already 10 million players registered since the launch on the PS4, Xbox One and PC, Blizzard's first FPS has become one of the largest first person multiplayer shooters around the world. This is a game that knows how to keep the gamer on the edge of his/ her seat with great character play and astounding maps, all with a frantic game pace.

When I first started playing Overwatch it seemed simple, two teams of 6 versus another team of 6 with 4 different modes of gameplay: capture points, defend points, move the payload and defend the payload. Each mode is simple and fun but can evolve to an all-out frantic game of quick thinking and strategic positioning. Overwatch's ability to give each player a different style of gameplay throughout each round depending on which hero you choose, and what role you assume on your team, is what the game is all about. I for one am a Hanzo player and I've racked up about 30 hours of gameplay with him. After all of that playtime, I still feel like I get a new game with every mode. The great quality of Overwatch is that it really relies on the gamer, it's an equilibrium of mastering one hero and trying a completely new one for a new immersive fight. The abilities of each hero set the battleground for a complex firefight with tanks, healers, snipers, and builders are contesting for a chance to win the round.



⤴

IT'S THE ADDICTIVE
GAMEPLAY AND
REWARDING POST-
GAME VOTING AND
RUSH TO SEE IF YOU
GOT THE "PLAY OF
THE GAME" THAT
GETS PLAYERS
MOTIVATED TO KEEP
PROGRESSING IN
THE GAME AND
MASTERING EACH
CHARACTER.

⤴

Overwatch brings a sort of nostalgia to the game with different aspects of previous shooter games. The character of Soldier 76 serves as a kind of "gateway character", with similar play controls to any character you can find in a FPS game. The fast paced shooting and the action of collecting health packs around each dynamic map reminds me of times when I used to play Quake, with my character rushing about collecting health packs and upgraded weapons. This kind of game play mixed in with the nostalgic feeling and its diverse character roster is what got me and millions of other players putting in hours worth of gameplay and honing their skills to master each map. Learning every secret and tactical positioning for all of their favorite characters.

What's really got everyone glued to their controller and screen isn't Overwatch's design, it's that Blizzard has brought in a 'Loot Box' full of ideas and combined them into an amazing game. The fact that gamers can switch heroes at any point during a match to either combo with another player or have an advantage against a rival hero on the opposite team is what makes Overwatch an extremely fun and competitive game. It's part of what keeps each match booming like Bastion using his Ulti. What's more enticing is Overwatch showing its true layers through each round by allowing players to discover hidden rooms or perfecting positioning spots to defend a point or stop a payload. With my 50+ hours of gaming, I've already learned what character to use on which map, such as using Torbjörn on Route 66 as an ideal character to help stop a payload by placing your turret on the arch point facing the payload to insure no one gets near it. As well as using Symmetra on Hanamura to help defend the point by placing her sentry turrets around each entrance and using her photon projector to eliminate anyone trying to gain/ contest the point.

Overwatch doesn't just let gamers play as a character, it makes them feel like they ARE the character. With the interactive dialogue that some characters have together during a match showing their history, creating a bond between players, and truly making it a team based game. Using this combined with its

epic firefight style of gaming,

Overwatch paints a masterpiece that lets the player step into the world of the game and become an Overwatch agent. Strategizing each movement and how to tactically win the round, watching as your team works together to defeat the opposing

team. Picture this, Mercy dodging hits all while healing Reinhardt who is pushing back the enemy line with his barrier field in a defending point while other players tactically lay traps as Junkrat and Symmetra to slow down enemies for a quick elimination. Out of nowhere you hear the roar of twin dragons coming out from behind you, eliminating all but one of the enemy team's players that was contesting the point. As the timer counts down to zero and the overtime counter begins, you race off to the last man standing and eliminate him bringing the sweet taste of a glorious victory to your team. That's what Overwatch is all about and each round comes with its own scenarios and possibilities with each hero.

It's the addictive gameplay and rewarding post-game voting and rush to see if you got the "play of the game" that gets players motivated to keep progressing in the game and mastering each character. Overwatch has proven to be able to stand on its own in the world of FPS gaming and it will stand strong for the years to come. It's a competitive game with layers waiting to be discovered by players. Overwatch has definitely shaken the competitive gaming world both PC and console. To all my fellow agents out there, always remember "never accept the world for what it appears to be. Dare to see it for what it could be."

GF

I lived in peace and harmony until 1998, that's when the Pokemon nation attacked and everything changed.

Only a Pokemon Master can have peace...I have yet to reach my peace.

SEBASTIAN CAMPODONICO



CAPTAIN AMERICA CIVIL WAR

Every fan of comic book movies and the movie genre in general should find the Russo Brothers and thank them. Captain America: Civil War was not only one of the best “superhero” movie we have ever seen, it was also one of the best MOVIES we have seen in a very long time.

This duo found a way to seamlessly weave together a touching and earnest representation of a family breaking apart while also effortlessly closing up plot holes from some terrible movies in the past. We're looking at you Iron Man 3. If you haven't seen it yet, be aware that there will be spoilers abound in this article so read on at your own risk! We will be laying out some of the similarities and differences between the two epic versions of this storyline and not holding anything back! You have been warned.

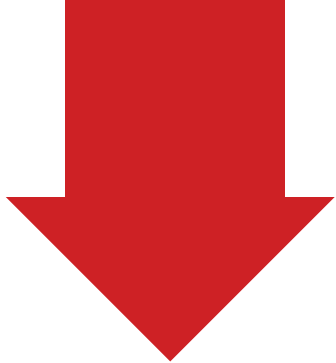
This type of story can only happen when you have the kind of rich history that the comic books, and to a lesser extent the movies, have. This kind of story needs you to truly understand the way these characters function, not just on their own but in their interactions with each other. We have to feel every battle and every loss that these characters have shared with each other in their never ending struggle. Not to bring another comic company into this, but this is where DC failed in Batman V Superman. Ok, maybe they failed in a lot of ways, but this was definitely one of them. The magnitude of the Civil War storyline from the comics could not be even close to realized in the movies simply due to the lack of other known super heroes in their world so Marvel decided to switch up the story a little to make it more about the Avengers as a team rather than all of the innumerable heroes in the Marvel Universe. In the comics, it took a singular but powerful event to act as the catalyst for the government stepping in and deciding that the superheroes needed to be registered. The movies had to take a different route, deciding instead to use all of the past events and the losses that were sustained in them to act in defense of having the Avengers register with a sort of United Nations sanctioned team. It was not the same, but it was still a very powerful argument.

Tony Stark is driven by the efforts of a single woman in both the comics as well as the movie, which we enjoyed thoroughly. The fact that he is the only hero out there that is known to the public makes him a target and public enemy number 1. Everyone who is hurt or whose family/loved one is hurt directs their pain and anguish straight at Tony, who is already torn up by the decisions he has made throughout all of the movies. His personal life is falling apart and his conscience is on overdrive. If you look at it, most of the problems that the Avengers have had to deal with have been Tony's fault and he is not really dealing with that very well (and neither is Pepper Potts evidently). On top of Tony's guilt trip, we have a similar correlation to the comics via a specific event where innocent people get killed and it is blamed on heroes. In comics it was a school and the New Warriors, in the movie it was the mistake by Scarlet Witch, with the nail in the coffin being the explosion at the signing of the accords that kills T'Chaka. We had only really just met this character but the feels were real when we saw him die. It also validated the Black Panther character being in this movie. He reminds us throughout that he isn't necessarily on Tony's side, he is more on his own side with a vendetta against the man he believes is responsible for his father's death. This brings us to one of the coolest scenes in the movie, the chase between Cap, Bucky, and the Panther. Holy crap. Watching Black Panther keep up with Cap and even run faster than him was a great way to showcase his power set and give the audience a better idea as to what this guy was capable of. It was a thing of beauty.

In the comics, Tony decided to start keeping his prisoners (aka the heroes who refused to register) in the Negative Zone in a prison he built with Reed Richards. For obvious reasons, the free heroes, and some of the heroes on Tony's side, had issues with trapping their friends in a different dimension. This couldn't be done in the movie but they did manage to show the captured heroes in a secluded prison built on a ship. Meh, it'll do. There was only one way that they could show these heroes being captured, and that is due to a huge battle! The singular fight sequence that we got in the movie was everything you would hope it could be if you were a fan of the comics. The only way it could have been any better was if they had more heroes in the Marvel Universe that they could have used. We were finally able to see Spider-Man inside the Marvel Cinematic Universe kicking ass and taking names! We saw Ant-Man turn into Giant Man! We heard Spider-Man make Star Wars references! This movie was filled with things we never thought we would ever see being brought to life. Sadly, Hawkeye made it through the battle alive (we kid, we kid) but was captured along with The Falcon and Ant-Man.

The ending of the movie and the ending of the comics don't really have anything to do with each other. For the movie, they had to close out the side stories that they had running, mainly the issues of Baron Zemo, the Black Panther, and the lasting tension between Cap and Tony. Once again we get a wonderfully choreographed fight sequence between Cap and Winter Soldier against Iron Man and we feel every, single, punch. By the end the characters have lost a lot more than just Bucky's arm, they have lost the trust that is needed when you are going into battle alongside someone. The kind of trust that has been cultivated by time and shared experiences. We end with a little bit of hope as Cap reaches out to Tony in a letter letting him know that he will be there if Tony ever needs him.

We could gush about this movie for hours. Civil War took us on a roller coaster ride of emotions filled with fully developed characters that we were invested in. We would laugh with Spidey, feel regret and pain with Tony, and feel the rising emotion stirring inside the android body of the Vision. The Russo Brothers have us all on board for the rest of their incredible ride with the Avengers and the Marvel Universe and we are excited to see what they do with an even bigger cast of characters in the Infinity War movies!



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C O S M E T I C S







TONY STARK'S GARAGE

PRESENTS

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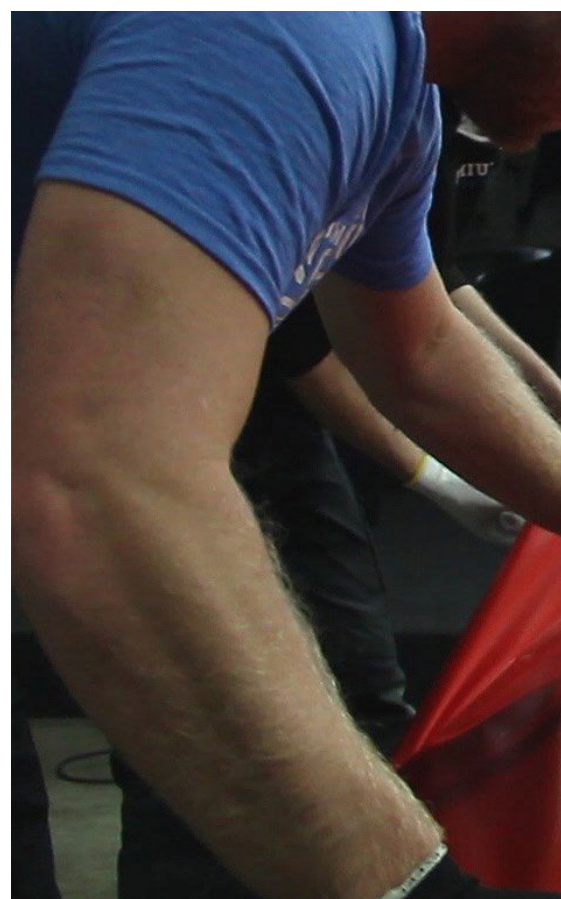
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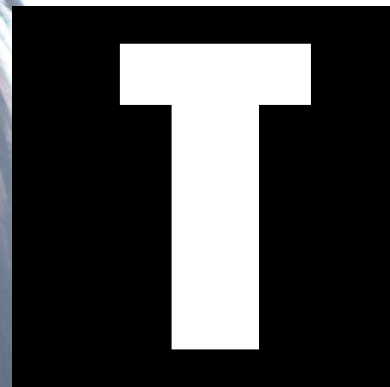
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he geekiest thing about you would have to be?

I really like computer games... Anything really. I could sit on the computer all day long. [As a child] I was obsessed with The Sims. I could play that game ALL DAY LONG. Literally, not see the light of day.

Do you have a favorite superhero?

I love Wonder Woman. Mainly because I feel like I could totally play her in a movie. Plus, who doesn't love a powerful, badass woman?

Do you ever cosplay?

I was Wonder Woman for Halloween 4 years in a row. I think I might actually be her.

What was it like to shoot this picture?

I have a secret crush on Ironman and I have always wanted to use this bodysuit that I have. It also shows off my curves so it was perfect! I always have a blast shooting with Josh.

What makes you our Geek Fantasy Girl?

Ever since I saw an issue a few months ago I knew I wanted to be in the mag! I told Josh this shoot was going to get in and here is the proof. I am a cool ass chick who can look fantastic in a bikini or sitting on the couch playing video games.

QUICKFIRE!

Heroes or Villains?

Heroes.

Star Wars or Star Trek?

Star Wars.

Xbox or Playstation?

Playstation.

DC or Marvel?

Marvel.

GF

IFBBPRO_TAYLOR

photography
JOSHUA PAULL



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